

CLAIMS

Amend the claims as follows.

1. - 23. (Canceled)

24. (Currently amended) A method of establishing media channels between a local packet-switched media endpoint and a remote packet-switched endpoint, the method comprising:

receiving a remote capability set from the remote endpoint;

selecting a local media format appearing in both the remote capability set and a local capability set;

requesting a first transmit channel, in the local media format, with the remote endpoint;

detecting ~~the a~~ remote media format of a remote transmit channel opened by the remote endpoint;

detecting potential conflicts between the first transmit channel local media format and the remote transmit channel remote media format; and

when a potential conflict is detected, closing the first transmit channel and requesting a second transmit channel in a media format that does not conflict with the remote transmit channel remote media format ~~selection~~.

25. (Previously presented) The method of claim 24, wherein the recited method is performed at the local endpoint.

26. (Previously presented) The method of claim 24, wherein at least one of the recited method elements is performed by a call agent.

27. (Currently amended) The method of claim 24, further comprising:
detecting, subsequent to the requesting a second transmit channel~~step~~, that the remote endpoint has changed the remote transmit channel from the original remote media format to a current remote media format; and
closing the second transmit channel and opening a third transmit channel using the current remote ~~transmit channel~~ media format.

28. (Currently amended) The method of claim 24, further comprising:
detecting, subsequent to the requesting a second transmit channel~~step~~, that the remote endpoint has changed the remote transmit channel from the original remote media format to a current remote media format;

delaying for a waiting period to see if the remote endpoint changes the remote transmit channel back to the original remote media format; and

when, after the waiting period, the remote endpoint has not changed the remote transmit channel back to the original remote media format, closing the second transmit channel and opening a third transmit channel using the current ~~receive channel~~ remote media format.

29. (Currently amended) The method of claim 28, wherein the ~~execution~~ performing of the delaying for ~~a the~~ waiting period ~~step~~ depends on whether the local endpoint is designated as master or slave.

30. (Currently amended) The method of claim 29, wherein the delaying for the waiting period ~~step~~ executes is performed when the local endpoint is slave.

31. (Currently amended) A codec selector comprising:
means for initiating a request for a locally-requested codec, from a set of codecs supported by a remote peer, prior to the codec selector receiving a request from ~~that the~~ remote peer for a remotely-requested codec;
means for detecting conflicts between locally-requested and remotely-requested codecs; and
means for synchronizing a locally-requested codec with a remotely-requested codec in response to a ~~detected conflict~~ the means for detecting conflicts, the means for

synchronizing ~~means~~ operating to close ~~the existing~~ a current locally-requested codec and request a different codec that does not conflict with the remotely-requested codec.

32. (Previously presented) The codec selector of claim 31, embodied in a media gateway.

33. (Previously presented) The codec selector of claim 31, embodied in a media gateway controller.

34. (Currently amended) A codec selector comprising:
means for detecting conflicts between locally-requested and remotely-requested codecs;

means for synchronizing a locally-requested codec with a remotely-requested codec in response to a ~~detected~~ conflict detected by the means for detecting conflicts, the means for synchronizing ~~means~~ operating to close an existing locally-requested codec and request a different codec that does not conflict with the remotely-requested codec; and

ping-pong detecting means, at a local endpoint, for detecting that a remote endpoint is operating a codec synchronizer.

35. (Currently amended) The codec selector of claim 34, wherein the ping-pong detecting means counts responses to conflicts by the ~~codee~~ means for synchronizing ~~means~~.

36. (Currently amended) The codec selector of claim 34, further comprising delay means, responsive to the ping-pong detecting means, for delaying a the response to a the conflict by the ~~codee~~ means for synchronizing ~~means~~, thereby wherein allowing time for the remote endpoint is allowed time to synchronize codecs with the local endpoint.

37. (Previously presented) The codec selector of claim 36, wherein the delay means comprises a timer.

38. (Currently amended) The codec selector of claim 37, further comprising a delay estimator, the delay estimator supplying the timer with an estimate of the round-trip

delay between the dispatch of a request to the remote endpoint and the receipt of a corresponding response from the remote endpoint.

39. (Previously presented) The codec selector of claim 38, wherein the timer bases a timeout period on the estimate from the delay estimator.

40. (Currently amended) The codec selector of claim 36, wherein the ~~codec conflict-detecting means~~ means for detecting conflicts signals the delay means to reset when the remote endpoint achieves codec synchronization.

41. (Previously presented) The codec selector of claim 34, embodied in a media gateway.

42. (Previously presented) The codec selector of claim 34, embodied in a media gateway controller.

43. (Currently amended) A media gateway comprising:
a plurality of receive codecs and a plurality of transmit codecs;
a codec synchronizer that initiates a request for a first transmit codec, from a set of codecs supported by a remote endpoint, prior to the media gateway receiving a request from ~~that the~~ remote endpoint for a receive codec; and
a codec conflict detector ~~capable of indicating~~ enabled to indicate, after receiving a request from the remote endpoint for a receive codec, that a second transmit codec is a better match for the receive codec than the first transmit codec;
the codec synchronizer responding to an indication from the codec conflict detector by closing the requested transmit codec and requesting the second transmit codec.

44. (Currently amended) The media gateway of claim 43, further comprising a ping-gong detector to detect when the remote endpoint is also operating a codec synchronizer.

45. (Currently amended) The media gateway of claim 44, wherein the ping-pong detector counts responses to conflicts by the codec synchronizer.

46. (Currently amended) The media gateway of claim 44, further comprising a delay unit, responsive to the ping-pong detector, to delay a response to a conflict by the codec synchronizer, thereby allowing time for the remote endpoint to synchronize codecs with the a local endpoint.

47. (Previously presented) The media gateway of claim 46, wherein the delay unit comprises a timer.

48. (Currently amended) The media gateway of claim 47, further comprising a delay estimator, the delay estimator supplying the timer with an estimate of the round-trip delay between the dispatch of a request to the remote endpoint and the receipt of a corresponding response from the remote endpoint.

49. (Currently amended) ~~An article of manufacturing~~ computer-readable media containing computer instructions that, when executed by a processor, cause the processor to perform a method of establishing media channels between a local packet-switched ~~media~~ endpoint and a remote packet-switched endpoint, the method comprising:

receiving a remote capability set from the remote endpoint;

selecting a local media format appearing in both the remote capability set and a local capability set;

requesting a first transmit channel, in the local media format, with the remote endpoint;

detecting the a remote media format of a remote transmit channel opened by the remote endpoint;

detecting potential conflicts between the first transmit channel local media format and the remote transmit channel remote media format; and

when a potential conflict is detected, closing the first transmit channel and requesting a second transmit channel in a media format that does not conflict with the remote transmit channel remote media format ~~selection~~.

50. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 49, wherein the recited method is performed at the local endpoint.

51. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 49, wherein at least one of the recited ~~steps~~ method elements is performed by a call agent.

52. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 49, ~~wherein the method further comprises comprising the steps of:~~

detecting, subsequent to the requesting a second transmit channel-step, that the remote endpoint has changed the remote transmit channel from the original remote media format to a current remote media format; and

closing the second transmit channel and opening a third transmit channel using the current remote ~~transmit channel~~ media format.

53. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 49, ~~wherein the method further comprises comprising the steps of:~~

detecting, subsequent to the requesting a second transmit channel-step, that the remote endpoint has changed the remote transmit channel from the original remote media format to a current remote media format;

delaying for a waiting period to see if the remote endpoint changes the remote transmit channel back to the original remote media format; and

when, after the waiting period, the remote endpoint has not changed the remote transmit channel back to the original remote media format, closing the second transmit channel and opening a third transmit channel using the current ~~receive channel~~ remote media format.

54. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 53, wherein the ~~execution performing~~ of the delaying for a the waiting period ~~step~~ depends on whether the local endpoint is designated as master or slave.

55. (Currently amended) The ~~article of manufacturing~~ computer-readable media of claim 54, wherein the delaying for the waiting period step ~~executes~~ is performed when the local endpoint is slave.